Claims

1. A computer-implemented method for creating a graphical automation client which is operable to invoke a method of an object, wherein the method for creating the graphical program operates in a computer including a display screen and a user input device, wherein the object is exported by an automation server, the method for creating the graphical program comprising:

displaying on the screen an automation invoke node in response to user input;

providing class information to said automation invoke node, wherein said class information specifies an automation class from which the object may be instantiated;

providing type library information to said automation invoke node, wherein said type library information specifies a type library associated with the automation server;

querying said type library to determine a set of methods which can be invoked on said object;

displaying on the screen said set of methods based on said querying;

wherein said automation invoke node is operable to invoke one of said methods.

2. The computer-implemented method of claim 1, further comprising:

selecting a method from said set of methods, in response to user input, to be invoked by said automation invoke node.

3. The computer-implemented method of claim 1, further comprising:

constructing execution instructions in response to said graphical automation client, wherein said execution instructions are operable to instantiate an object of said automation class and invoke said method of said object.

4. The computer-implemented method of claim 3, further comprising:

executing said execution instructions, wherein said automation invoke node invokes said method on said object during said executing.

5. A computer-implemented method for creating a graphical automation client which is operable to invoke a property of an object, wherein the method operates in a computer including a display screen and a user input device, wherein the object is exported by an automation server, the method comprising:

displaying on the screen an automation property node in response to user input;

providing class information to said automation property node, wherein said class information specifies an automation class from which the object may be instantiated;

providing type library information to said automation property node, wherein said type library information specifies a type library associated with the automation server;

querying said type library to determine a set of properties which can be invoked on said object;

displaying on the screen said set of properties based on said querying;

wherein said automation property node is operable to invoke one or more of said m properties.

6. The computer-implemented method of claim 5, further comprising:

selecting one or more properties from said set of properties, in response to user input, to be invoked by said automation property node.

7. The computer-implemented method of claim 5, further comprising:

constructing execution instructions in response to said graphical automation client, wherein said execution instructions are operable to instantiate an object of said automation class and invoke said one or more properties of said object.

8. The computer-implemented method of claim 7, further comprising:

executing said execution instructions, wherein said automation property node invokes said one or more properties on said object during said executing.

9. A computer-readable storage medium comprising program instructions, wherein said program instructions are operable to implement the steps of:

displaying on a screen an automation invoke node in response to user input;

providing class information to said automation invoke node, wherein said class information specifies an automation class from which the object may be instantiated;

providing type library information to said automation invoke node, wherein said type library information specifies a type library associated with an automation server;

querying said type library to determine a set of methods which can be invoked on said object;

displaying on the screen said set of methods based on said querying;

wherein said automation invoke node is operable to invoke one of said methods.

10. The computer-readable storage medium of claim 9, further comprising program instructions operable to implement the steps of:

selecting a method from said set of methods, in response to user input, to be invoked by said automation invoke node.

11. The computer-readable storage medium of claim 9, further comprising program instructions operable to implement the steps of:

instantiating an object of said automation class and invoking said method of said object.

12. A computer-readable storage medium comprising program instructions, wherein said program instructions are operable to implement the steps of:

displaying on a screen an automation property node in response to user input;

providing class information to said automation property node, wherein said class information specifies an automation class from which the object may be instantiated;

providing type library information to said automation property node, wherein said type library information specifies a type library associated with an automation server;

querying said type library to determine a set of properties which can be invoked on said object;

displaying on the screen said set of properties based on said querying;

wherein said automation property node is operable to invoke one of said properties.

13. The computer-readable storage medium of claim 12, further comprising program instructions operable to implement the steps of:

selecting a property from said set of properties, in response to user input, to be invoked by said automation property node.

14. The computer-readable storage medium of claim 12, further comprising program instructions operable to implement the steps of:

instantiating an object of said automation class and invoking said property of said object.

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